

BE SILENT



A OSR Survival Horror game, meant to be run in a post apocalyptic world filled with supernatural elements. Or a post-apocalyptic fantasy world. Either way it's filled with zombies and worse.

Core mechanic: Reaction Prompts: Whenever something bad happens to a player character, they or a nearby character, can use an item from either of their inventories to escape the danger by justifying how they escape it.

If that item comes from a Physical Inventory Slot, it gains a Breakage. If that item is from a Mental Inventory Slot, it cannot be used again until the character rests. If a character cannot respond to a prompt, or the GM denies the justification, they fail the Prompt and suffer the consequences.

Character Creation:

Roll 3d6 twice. Assign the values to BODY and EGO.

Roll 1d6 for HP.

Start at Level 1, with Template A in a GLOG Class of your choice, GM has veto rights. Classes work as GLOG. If a class adds to STR, CON, or DEX, add that to BODY. If it adds to INT, WIS, or CHA, add that to EGO.

GLOG Classes:

https://docs.google.com/spreadsheets/d/1P4vVibmet_QzJH9IrmIRQaM-9QD5uv5dPbKLad21lbo/edit?usp=sharing

Choose a Mindset.

Name your character and describe them.

Stats:

BODY: How strong you are. You have physical inventory slots equal to BODY.

EGO: How strong your mind is. Your mental inventory slots(for skills, stress, trauma, madness, mindsets, mutations, and spells) are equal to EGO.

You gain 1 point of Encumbrance for every Inventory Slot, Mental or not, in excess of your capacity. Encumbrance is added to the DC of all Detection Stat rolls.

HP: How much Damage you can take before you're on Death's Door. Max HP refers to the maximum amount of HP a specific character can have.

Remember, your characters are Human. Unless their Classes or Items say otherwise, they can only do things a normal Human can do.

Armor:

Armor reduces Damage equal to how many inventory slots it takes up.

Light Armor/Leather Armor takes up two slots.

Medium Armor/Chain Armor takes up four slots.

Heavy Armor/Plate Armor takes up six slots.

Weapons:**Melee Weapons**

Light weapons like daggers take up a single inventory slot and deal 1d6 damage. They can be thrown (-1 Damage for every 10' beyond the first) and suffer no penalties when fighting in a confined space.

Medium weapons like swords take up a single Inventory Slot and deal 1d6+1 Damage, or 1d8+1 damage if wielded with two hands.

Heavy weapons like greatswords take up two Inventory Slots and deal 1d10+1 damage, and must be wielded with two hands.

If you attack while dual-wielding, you get +1 to hit. Only one weapon actually does damage.

Ranged Weapons

Slings deal 1d6 damage. They get -1 Damage for every 20' beyond the first. A sling can share an Inventory Slot with up to 3 stones. Stones can always be gathered with a few minutes of searching. Stones have 1 Breakage.

Bows deal 1d8 damage and get -1 Damage for every 30' beyond the first.

Crossbows deal 1d12 damage and get -1 Damage for every 40' beyond the first. It requires a standard action to reload a crossbow.

Both bows and crossbows shoot arrows. You can fit 20 arrows in an Inventory Slot. Arrows have 2 Breakage

Firearms automatically hit when used, as only the characters with supernatural speed or movement can respond fast enough.

Pistols: Pistols deal 1d8 damage and take up one physical inventory slot.

Rifles: Rifles deal 1d10 damage and take up two physical inventory slots.

Shotguns deal 1d12 damage and take up two physical inventory slots. The damage from a Shotgun can be split among any number of targets,

Firearms and Ammunition are rare. Ammunition has 6 Breakage.

Flintlock Firearms can be fired once before needing to be reloaded, which takes an action, and cannot be fired if wet. More advanced firearms can be reloaded faster, and hence, can be shot any number of times as long as you have enough Ammunition.

Breakage:

Is a measure of wear and tear on physical items. When an item reaches its max Breakage, it is consumed and lost forever. Items gain a Breakage when used. Most items have 3 Breakage, with consumable items having 1 Breakage.

Armor gains a Breakage after combat in which you were hit. Weapons gain a Breakage after combat in which they were used. Using a Ranged Weapon causes it's ammo to gain a Breakage per use. No ammo = no using that ranged weapon.

Mindsets:

A Mindset is, well, your character's mindset. You can have as many as you can carry in your Mental Inventory. Every character starts with one Mindset from the following list. Feel free to roll a d10 to choose a random one.

1: Angry - 1/session, you can deal max damage on an attack.
2: Confidence - 1/session, succeed on the first Reaction Prompt you encounter, provided you acted on your own plan and ignored the plans of your allies.
3: Cowardly – 1/session, you can make someone else suffer the consequences of a Reaction Prompt you fail.
4: Curious – 1/session, you find something hidden.
5: Desperate – 1/session, instead of automatically failing a Reaction Prompt when on Death's Door, succeed on it instead.
6: Gallant – If someone you protect fails a Reaction Prompt, you can suffer the consequences instead.

7: Greedy – Know the exact value of anything you hold.
8: Helpful – 1/session, you can have an ally automatically succeed on a Reaction Prompt if you help.
9: Knowledgeable – Learn a new rumor each session.
10: Paranoid – receive a warning before you do anything extremely dangerous. No details.

Stress:

Is how stressed your character is. Everytime they take damage, they gain one Stress. Everytime a character is sent onto Death's Door, they and their allies gain 1d4 Stress. Stress vanishes when you sleep a good night's sleep in friendly territory. Stress cannot be used for Reaction Prompts. If you remove ten or more Stress at once this way, gain a Madness, determined by the GM.

Trauma:

When a character comes off of Death's Door, or one of their allies dies, they gain a Trauma:[source of the death/Death's door]. Trauma can be used in Reaction Prompts, but doing so gives you a Stress.

Madness:

A Madness takes two forms, and cannot be used for a Reaction Prompt. A Compulsion or a Delusion.

A Compulsion is something that if a character cannot control themselves, they will do it when they are given the chance(this gives a Reaction Prompt to stop the character from acting on the Compulsion).

A Delusion is something not true, that the character will believe/perceive no matter what.

Detection Stats:

They are Scent, Sight, Noise, and Curse. The first three are obvious in what they refer to, but the last is how easy you are to be detected with magic. They range from 1 to 20, and are tracked for the whole party. When a NPC wants to detect the party, they roll against one of the stats they can detect(referred to as Senses).

Detection Rolls are 1d20, versus the stat + the party's total encumbrance. If the result is equal to or under the stat, the party is detected.

The player characters can also make Detection Rolls against NPCs. They must be able to use magic or have some other means of sensing the supernatural to roll against Curse.

By default, each stat is equal to [number of characters traveling together] + 1.

The following increase the stats:

Every time a character takes damage, add the HP loss to Scent, for as long as that wound is uncovered and not treated.

For every inventory slot of rations the party has, add 1 to Scent, as long as they have those rations.

For every inventory slot active light sources and uncovered reflective items you have, add 1 to Sight.

For every inventory slot filled with armor the party has, add 1 to Noise. Dropping the armor removes it's addition to Noise.

Everytime a party member yells or makes noise, add 1 to Noise until after the next Detection Check or end of the day, whichever comes first.

Everytime they use a Firearm, add the damage of the Firearm to Noise until after the next Detection Check or end of the day, whichever comes first. Using a Silencer halves the Noise a firearm makes, and causes it to deal -1 damage.

Everytime they use a Magic Item, add 1 to Curse until the end of the day.

Every time they cast a Spell, add the [sum] of the MD to Curse, until the end of the day.

The following lower the stats:

Cleaning oneself up with soap or water removes 1 Scent for every inventory slot of soap consumed or every minute spent bathing, until the end of the day.

Moving slowly and quietly halves Noise and Sight(round up).

Holy Incense removes Curse equal to how many Inventory Slots it takes up, but makes you gain that much Scent for as long as you're wearing it.

Leveling up:

Level	Max HP	Templates	EXP
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1	1d6	1	1
2	2d6	2	2000
3	3d6	3	4000
4	4d6	4	7000
5	+1	-	10000
6	+1	-	14000
7	+1	-	18000
8	+1	-	22000
9	+1	-	26000
10	+1	-	30000

After returning to a safe area, from an expedition into dangerous territory, all surviving PCs gain 100 + X XP, where X is equal to how many days you survived in said dangerous territory times 100. You must encounter danger in said expedition to gain this XP.

You also gain 1 XP for every copper (c) you obtain through adventurous means.

- 1 gold = 10 silver
- 1 silver = 10 copper

HP and Survival:

You can heal HP the following ways:

- A good night's rest restores all HP, as long as you have a campfire and a blanket. Lacking those things, it only restores 1d6+level HP.
- A good long lunch restores 1d6+level HP, as long as you have food and water. This takes an hour.
- Magical healing is also a thing.

In addition, every day a character goes without food and water, they gain 1 Stress and lose 1 Max HP. The penalty to max HP is undone after they eat, while the Stress must be removed as normal. If the penalty brings them to 0 HP, they are on Death's Door until they get food. If they would suffer the HP penalty while they have 0 Max HP, they die.

Field Rations(which have food and water in them), are one to a physical inventory slot and have 1 Breakage, which is consumed every time you have a meal. Field Rations cost 5 c.

Combat and Dying:

Which side initiates the combat goes first each round. Being the target of an attack causes a Reaction Prompt from the target or their allies. On a failure, roll the attack's damage. Everyone can do three things per turn.

Attacks made on unaware/helpless targets automatically hit and deal max damage.

If a character is reduced to 0 HP, they are on Death's Door for as long as they are at 0 HP. While on Death's Door, a character cannot make Reaction Prompts. If a character on Death's Door takes additional damage, they die.

A character who dies will rise as a Husk in 1d6 turns, unless their body is destroyed or burned.

Common Items:

Common miscellaneous stuff the players will want to buy.

Item - Use - Cost - Slots - Breakage

Torch - Provides lighting once lit. Burns for an hour. - 1c - 1 to a slot - 1

Bandages - Covers wounds, undoing their bonus to Scent. Also stops any wounds from bleeding. - 5c for a slot's worth. - 3 to a slot - 1

Rations: See HP and Survival.

Light weapons: 5c, see Weapons.

Medium weapons: 1s, see Weapons.

Heavy weapons: 2s, see Weapons.

Slings: 5c, see Weapons.

Bows: 2s, see Weapons.

Crossbow: 5s, see Weapons.

Arrows: 1s for 5 arrows, see Weapons.

Firearms: Are not for sale. Get them through quests or theft.

Ammunition: 1g, 1 to a slot. Sold rarely. See Weapons.

NPCs:

Human NPCs by default cannot Detect Roll for Sight, Scent, and Noise unless it exceeds 10. Without magic, they cannot Detect Roll for Curse. They have HP equal to [level]d6, and work like player characters. They usually don't have classes however.

Monsters are another matter. They do not have HP, instead they have Toughness and Vital Parts. When a Monster takes Damage, it does nothing if it is less than its Toughness. If it is *equal to or over* the Monster's Toughness, destroy a limb/body part of the monster, of the damage dealer's choice, provided their weapon can reach said part. A Monster can use a Reaction Prompt to sacrifice a part to protect another body part. When all of a Monster's Vital Parts are destroyed, it dies. What Senses they have vary from Monster to Monster. Each also has Abilities, a list of things it can do that humans can't, such as being strong enough to crush stone or mimic voices.

Example Monster: Husks

"Skittering, hungry, and unrelenting. Husks are almost everywhere, and a pain in the ass to kill. The dead turning into them was the first true sign of the apocalypse. Blowing their heads open won't stop 'em, you have to rip their limbs off and render them unable to move to kill the bastards. Thankfully they're blind. If you die you'll join 'em, so do us all a favor and die in a way that makes you harmless."

Senses: Scent and Noise

Scent 10, Sight 10, Noise 10, and Curse 15

Toughness: 3

Vital Parts: Special, see Undying

Abilities:

Death's Grasp: Dying makes Husks strong as it disables the limiters of the living. They can easily crush bone with their bare hands. Their natural attacks deal 1d6 damage.

Undying: A Husk only dies if it is rendered unable to move. Even without their head, they will survive as long as their limbs are intact.